

10512

MARINE CORPS HISTORICAL LIBRARY

DECLASSIFIED
DOD DIR 5200.9

~~RESTRICTED~~

INDIVIDUAL BATTLE DOCTRINE

NAVMC 1013-DPP

MARINE CORPS HISTORICAL LIBRARY

U.S. Marine Corps

~~RESTRICTED~~

INDIVIDUAL
BATTLE DOCTRINE



*Reproduced from a pamphlet prepared by
Third Marine Division, Fleet Marine Force*

20 January, 1944

MARINE CORPS
MARINE CORPS
HISTORICAL

JUN 24 1968
JUN 24 1968

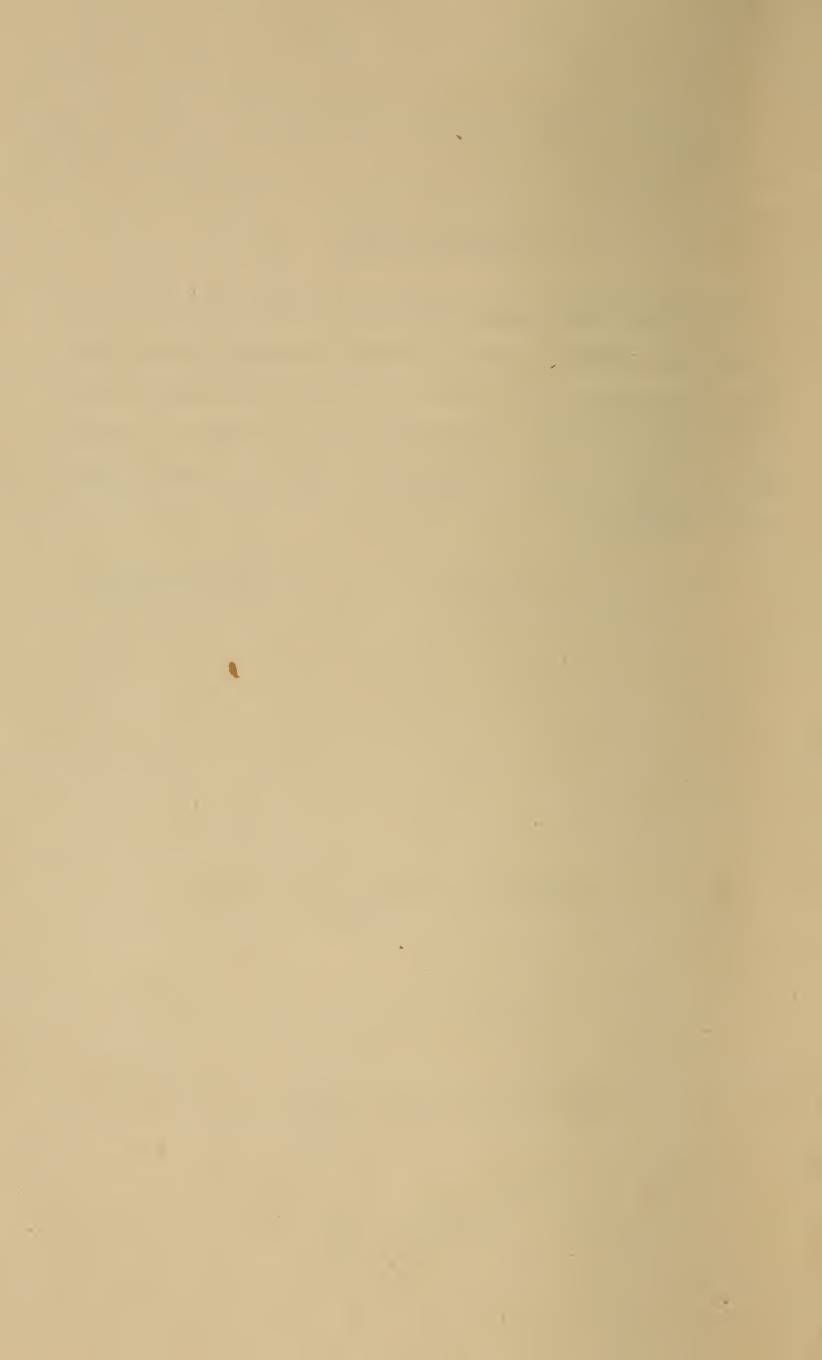
HIST REFERENCE SEC

11,404

FOREWORD

This excellent statement of individual combat principles which have proved successful against the Japanese in the Solomon Islands Area was prepared by the Third Marine Division, Fleet Marine Force. It is worthy of careful study by every Marine.

(Signed) A. A. VANDEGRIFT



INTRODUCTION

The unaccustomed noises of battle, and the uncertainty of one's own reactions, often confuse new men until they learn that a person can really think calmly during battle, and that the sights and sounds are not as disturbing as was anticipated. Calmness and steadfastness can be cultivated until there emerges the deadly effective fighter who often turns an apparent disaster into a victory. The American Marine is such a fighter, and is so recognized by all countries of the world.

Although training cannot take the place of battle in producing an effective fighter, much can be learned from the experience of others. The fighting truths enumerated in this doctrine have been tested, tried, and proven time and again by Marines. If they are studied, absorbed, and practiced by every man, foolish losses will not occur.

INDIVIDUAL BATTLE DOCTRINE

1. No situation stays "hot" for long at a time. Act in a manner that will make you proud of yourself after the excitement passes.

2. No situation is as bad as you expected it would be.

3. Any nervousness you may have before action usually leaves you as soon as fighting starts.

4. Actual fighting "feels" like a cross between hunting and a football game. Your team stalks the enemy, surprises him, charges where he is weak, and breaks up his team play.

5. Help make your team click by obeying orders "In spite of Hell or high water" depending on other members of the team to do the same.

6. In the absence of orders use horse-sense and **do something**; and do something all the time, if nothing else, dig in. If you are doing nothing, you are doing wrong.

7. Give your weapon a mother's care.

8. Do not expect to campaign with a full supply of luxuries, such as candy, towels, haircuts, plenty of water, laundry, etc. The Jap carries little and we must be able to move as lightly equipped as he does. Enough food and water to maintain strength, your weapon, your ammunition, and medical attendance are the essentials—everything else is "gravy."

9. When at the front, keep alert to prevent getting lost or separated from your unit. It is extremely unhealthy. Both the Japs and your friends are likely to shoot you.

10. If you see something you think your leader should know, tell him about it immediately.

11. Inquire until you know what the plan of attack is.

12. In all wars, particularly this one, enemy snipers are over-rated. They hit little — and only

by pure luck if their target keeps moving. Their chief value is to annoy, scare, and delay you. Keep on with your main attack as you were ordered. Every machine gun knocked out is equivalent to a home run for your team.

13. Good teamwork demands that you protect by fire any exposed movement you see of our own tanks, machine guns, mortars, scouts, corporsman or runners. They are all very important members of the team. Likewise, depend on others to make it hot for the Jap when you have to expose yourself.

14. Always move quickly and silently across open ground where the enemy may be watching. Do not halt there and fool around.

15. When a few Japs are suddenly encountered, attack them instantly while they are still startled. Never let them regain their composure, work up their nerve, and "get set." Once they start to give way, keep them rolling.

16. Never stop during an attack to help wounded. Corporsman can do that better than you. Push ahead all the faster and give them a chance.

17. A veteran never throws away grenades because they become heavy. He knows that one grenade may be worth its weight in diamonds. The same applies to all weapons, ammunition and equipment; hold on to everything.

18. Never lag behind during an advance — to

do so is to let your buddies down and they will forever despise you for it. Besides, once the fighting starts it is usually just as safe up with the forward elements.

19. The closer you get to the enemy the less the mortar and artillery fire. Also, the closer he is the smaller he looks. The Jap is generally much too short to enter the Marine Corps, even if he were an American. He is really a poor bayonet fighter, and often loses his head in a pinch.

20. In an attack, get as close to your own artillery and mortar shells as possible, even into the "shorts" — then rush the Jap position the instant the shells stop falling on it. In this way you have a good chance to catch the Jap in his shelter before he realizes that you are there. Whether the battle will be hard or easy depends largely on your speed and promptness in rushing in. It is generally safer to be the first one than the last one.

21. Jap machine guns (whether or not in bunkers) have a very limited arc of fire. Unless you are closely following a barrage, or a tank, crawl on your belly to a dead space — then knock them out the "Professional" way.

22. Our tanks will over-run the Jap positions and allow you to close in and mop up. Follow them closely — keep them in sight — protect them against enemy grenades and AT weapons.

23. If you think the Jap has not yet discovered the advance of your unit, be doubly quiet in your

movements and don't fire unless you see a good target. **BUT** once he has discovered you, or starts putting damaging fire into your unit, open a fast, accurate, continuous fire on all of his possible hiding places — this will invariably cause him to shoot high.

24. Watch for signs of booby traps and land mines. Don't risk your life to satisfy curiosity or to collect souvenirs.

25. Never give up a foot of ground you have taken in an attack — hold what you have.

26. Dig in at every opportunity — camouflage yourself and weapon — be prepared to fire.

27. The Japs sometimes try to be tricky; and they do have patience and courage. But when you pour it on they are prone to run around in circles and squall like frightened old hens. Their attacks sound bad but are easily stopped by fast, accurate, and resolute shooting. Any Marine, trained as you are, can take care of at least 13 of them. That was the actual proportion during the Bougainville campaign. Since the fall of Wake Island the Jap has never defeated a Marine Unit.

28. Bombs are noisy, but if you are just below the surface of the ground, such as in a shallow foxhole or slit trench, severe aerial bombing is about 95% noise and jar and 5% damage. Artillery fire does a little better, but not much.

29. Jittery and promiscuous firing at night is a sure sign of a green outfit. Guard against it. A

good plan is to wait still until you are sure the enemy knows of your presence and is attacking in force — then let him have it. Most of the time that odd noise you heard was either a land crab, a bird, a lizard, or just another lost Marine. Some units have, through nervousness, shot as many friends as enemies.

30. Except while assaulting the enemy, or while he is assaulting you, do not talk loudly or make other noises at night, or in the jungle. What the Jap doesn't know is his hard luck.

31. The Jap cannot attack with a large force without making a lot of noise.

32. Remember that at night, or in the jungle, the Jap is just as nervous as you are. If he moves while you remain still, he is much more vulnerable than you. Have patience and you may get a good shot.

33. If a few Japs ease by you at night, don't be worried, they are in a bad spot if you don't let them get back, and will be easy hunting in the morning. Stay where you are.

34. Think up ways to keep him in ignorance as to where you are. He must know the location of our weapons before he can plan a good attack.

35. If you see a Jap patrol apparently looking for information of our defenses, do not give it to them by opening fire and disclosing your defensive position.

36. When on the defense, and concealed from the enemy, do not shoot unless you see some-

thing to shoot at. **BUT** when the Japs are plainly attacking, or when they already know where you are, fire rapidly at them and their likely hiding places.

37. Fire low — along the ground if he is prone — at his belt buckle if he is up. A low miss may ricochet and hit him — it is bound to disconcert him and make him vulnerable for another quick shot.

38. If you fire and miss — be ready to let him have another shot the instant you see him again.

39. Be careful to lead him if he is moving. If he is **walking** across your line of fire at 100 yards aim at the forward edge of his body; add 3 inches for each additional 100 yards of range. If he is **running** across your line of fire lead him by $\frac{1}{2}$ yard for each 100 yards of range.

40. Jap tanks are generally more flimsy than ours. Tank drivers are very busy merely driving the tank — other members of the crew can see very few details and are easy to hide from. Use your weapons, concentrating on the slots and tracks. When tanks come close get low in a narrow hole or trench and allow them to over-run you. The chances are they will not see you, and our AT weapons will knock them off as they go deeper. The following Jap infantry is your job, and comparatively easy to stop. Most casualties from tanks are those who mistakenly abandon their positions and become open targets for the tank machine guns.

MARINE CORPS HISTORICAL LIBRARY

41. Avoid remaining along forward edges of woods, near huts or houses, cross trails, sky lines, or any other land marks where machine gun, artillery, or mortar fire is likely.

42. The Japs will try all kinds of noises to scare you and divert your attention from other locations where other attackers are creeping up close to your lines.

43. Their main attack does not always take place where they yell the loudest.

44. If the Japs yell at you and know where you are, **out** yell them. All restrictions against the use of foul language is removed. This seems to disturb them no end.

45. When above ground and under fire never get closer than 5 paces to other men.

46. Seize every opportunity to take a prisoner. Give him a cigarette and hustle him to your platoon leader.

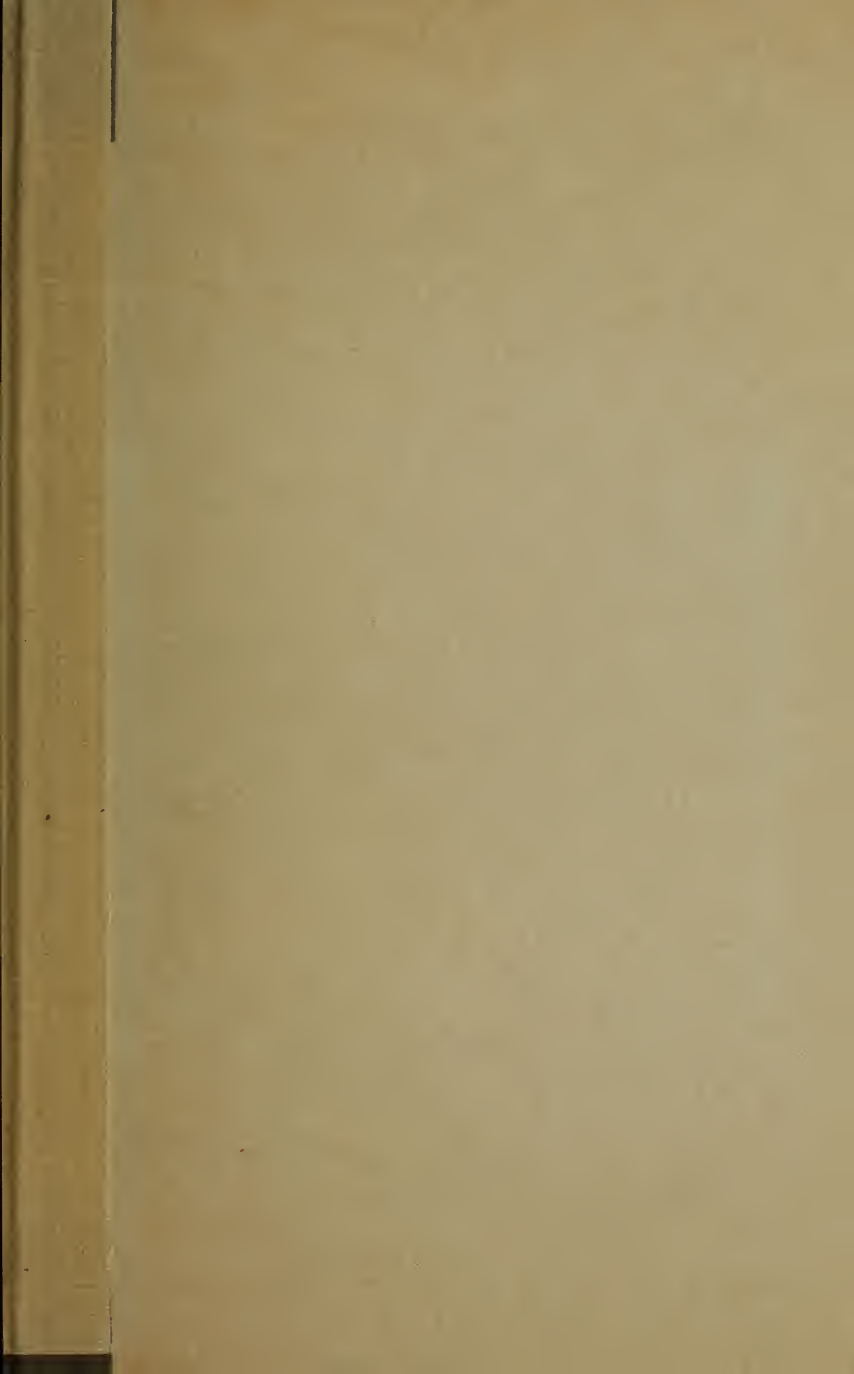
47. Never give the Jap an even break — he does not play fair.

48. At all times, **BE A MARINE.**

Individual battle doctrine.

11404

MARINE CORPS HISTORICAL LIBRARY



Library of the Marine Corps



3000183244

192077401